

# low region 0.6 BPP

1 – 32x128pk1\_wint      3 – 32x128pk1\_wreal  
 2 – 32x128pk2\_wint      4 – 32x128pk2\_wreal  
 5 – 32x32\_wreal      7 – 32x128pk2\_dctT0  
 6 – 32x1196\_wreal      8 – 32x128pk2\_dctT1

